19-10-2022

• CHESS (History)

Before we go over the various chess openings and tactics, it is important that we know how this beloved game originated. The history of chess is fascinating enough and you would be impressed to see how this game has transformed over the years. The version that we know to day is not how it started centuries ago. Let us rewind the clocks and look deep into the marveling history of this game.

• Chaturanga

Even though we cannot associate a certain starting timeline with this game, we will have to go by the time frame agreed upon by most historians. The game of Chaturanga was believed to havee been invented in India around the sixth century.

It was during the rule of the Guptas ~~and~~ that the game of Chaturanga was discovered. The game was then called Chaturanga, based on the four divisions of the military. At that point of time, the four divisions of the army were the elephants, infantry, horse cavalry and chariots, and the pieces in the game represented these four divisions. In the game of Chaturanga, the King was accompanied by his general or counselor and there was no queen.

The rules of Chaturanga differ from the rules of modern chess in many aspects and though these games had different rules, the game of Chaturanga can be played

easily on the modern chessboard. In the game of Chaturanga, the soldier was allowed to move only one square as part of his initial move unlike the pawns of today, which are allowed to move two squares as part of their initial move. Another important difference between the two games lay in the way the pieces were arranged on the board. In the modern version of chess, the kings are placed facing each other. However, in the game of Chaturanga, the kings were placed in a diagonally opposite fashion.

A chief distinction in rules is that in Chaturanga, to win, the player must eliminate all the pieces of the opponent, except their king; hence it is very clear that the concept of checkmate does not exist in the game of Chaturanga. Another key variance is that if a player manages to stalemate the opponent, the player who is stalemated wins the game. This contradicts with the rule in modern chess, namely stalemates are considered as draw.

Travel to Persia

When chaturanga moved to Persia, this game underwent several changes and the biggest revolution in this game of chess happened at this point of time. The game soon became a hit among the noble families of Persia and very rapidly became an integral part of formal education in Persia. When chaturanga moved

to Persia, ~~and very rapidly became an~~ it was known as "Shatranj", and when you look at the rules of this version, you will realize that it is not so different from the modern version that we are now accustomed to; nevertheless, there were still differences between the two. It was during this stage when several modern day tactics emerged, in other words, many famous chess tactics employed today were actually derived from Shatranj.

The way the various pieces were arranged on the board is not different when you look at both the games. The significant difference between the two, like in Chaturanga, lays in the fact that the pawn was not allowed to move more that one step initially under Shatranj. Also, just like how it was in Chaturanga, if a player managed to eliminate the pieces of the opponent, except their king, he was considered as a winner in the game of Shatranj. On the other hand, if a player managed to stalemate the opponent, he was considered as a winner. This is the polar opposite of the stalemate rule under Chaturanga.

It was during this period when several prominent players emerged. These popular players wrote several books on the various strategies, openings and tactics also spoke of their experiences. These literary accounts by the Shatranj players were the initial contributions made to chess literature. A few noteworthy Shatranj players

during this period were Al-Razi, As-Suli and Rabnab.

Chess in Europe

When the Islamic conquest of Persia happened in the 7th century, the game of Shatranj travelled to all the muslim countries. By the end of 1000 A.D., this game soon became popular in Russia and Europe. Eventually, the game even spread to Japan and China. The Japanese and Chinese improved the game of Shatranj and brought about a lot of variations and these versions of chess have major differences from the style of chess that is played all over the world.

From the beginning of the 13th century till the end of the 15th century, this game underwent a lot of changes. Several rules of Shatranj were changed and newer tactics were discovered and employed. The rules that were framed during this period were soon accepted all over Europe. These rules are still in practice in all tournaments across the globe even today and it was during this time that the game of Shatranj started transforming slowly in to the chess.

Eventually, more rules were created to ensure that the game did not take eons to finish. The pawns were allowed to move two squares as a part of

their initial move precisely due to this reason. The move known as 'en passant' also came into existence to speed up the game and in addition, it was during this time that the concept of castling was also introduced. With the advent of the 14th century, the powers of the Queen and Bishop increased tremendously. The Queen gained a lot of power and there was a point in time when chess was referred to as "Mad Queen Chess" because of the powers bestowed upon the Queen. When the fifteenth century rolled, the game started resembling what we are now familiar with today. Several famous chess strategies and tactics were also discovered during this era.

I hope you found the history of chess fascinating and intriguing. Who would have thought that the simple game of Chaturanga would evolve into one of the most popular games in the world today, chess!

HISTORY (EVOLUTION) OF CHESS

22-11-2023

- The Inception of Chaturanga (6th Century)

The roots of chess trace back to the ancient Indian game Chaturanga. This early version of chess, played on an 8×8 grid, served as a battle simulation incorporating elements of Indian military.

↓

- Evolution into Shatranj (7th Century)

With the spread of Islam into Persia, Chaturanga spre was adapted into a game known as shatranj. This version of the game began to resemble modern chess more closely, though the movement of pieces and the rules differed.

↓

- The Birth of Modern Chess (15th Century)

As chess spread into Europe in the Middle Ages, the rules were further modified to create the game we know today. Around the late 15th century, the powers of queen, bishop and pawn were significantly expanded, leading to faster, more dynamic gameplay.

↓

- The First International Chess Tournament (19th Century)

The first international chess tournament was held in London in 1951. This period also saw the standardization of rules across different countries, facilitated by the establishment of chess organisations.

↓

- The rise of Computer and Online Chess (21st Century)

The latter part of the 20th century saw the development of computer chess, culminating in IBM's deep blue defeating the reigning world champion, Garry Kasparov, in 1997. In the 21st Century, online chess platforms have popularized the game globally, while advanced chess engines like Stockfish and Alphazero have changed how players study and understand the game.

• Nature of the Game

The game of chess is a war fought (not physically) between two players with a set of chessmen each on a square board called a "Chessboard".

• Chessboard

The board represents a battlefield in the form of 8 x 8 = 64 squares, alternately coloured light and dark and traditionally called "Black" and "White" squares.

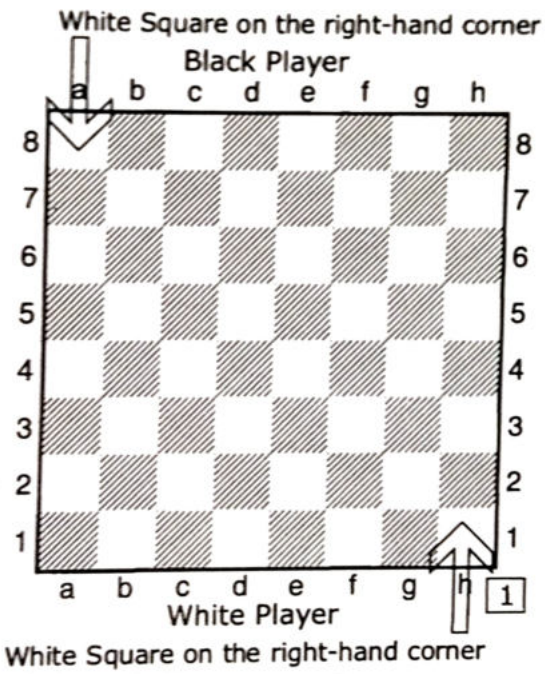
• Object of the Game

Chess is a war and, as in any war, the prime object is to force capitulation of your enemy's king. Therefore the object of the game of chess is to "Checkmate the Opposing king".
The "Checkmate" is a position on the chessboard when the king cannot escape capture on being attacked by an enemy chessman. The side that declares 'Check' & 'Mate' wins the game.

• Placement of the Chessboard :-

The chessboard is placed between the players in such a way that there is a light colored square (white square) on the right-hand corner.

Diagram 1 shows how the chessboard is placed at the start of the game.


White Square on the right-hand corner
Black Player
a b c d e f g h
8 7 6 5 4 3 2 1
White Player
1
White Square on the right-hand corner

• Chessmen

The chessmen as a whole are the forces engaged in the combat.

The game of chess is played with a total of 32-Chessmen, which are distributed evenly at the start of the game - each side has 16 chessmen. In other words the white player and the black player, at the start of the game, has 16-chessmen each at their disposal.

The chessmen as a whole are refered as "Material".

Leaving apart the pawns, the remaining chessmen are called "Pieces".

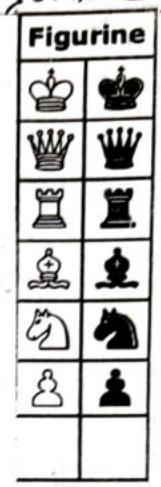
• Types of Chessmen

The type of chessmen at the disposal of each side consists of a:

(i) King
(ii) Queen
(iii) Rook
(iv) Bishop
(v) knight
(vi) Pawn

The break-up of the 16-chessmen for each of the player is as per the following chart:

Chessmen	White	Black	Figurine
KING	1	1	
QUEEN	1	1	
ROOK	2	2	
BISHOP	2	2	
KNIGHT	2	2	
PAWN	6	6	
Total →	16	16	



- Arrangement of the Chessmen

1. The pieces are set up in the 1st row of squares on each side of the player
2. The pawns are set up in the 2nd row of squares on each side of the player.

Let us arrange the chessmen now. We shall start arranging from the corner squares and then proceed towards the center in the order given below:

1. Each of the rooks will occupy the corner squares. Accordingly, the player with White pieces will place his rooks on the two available corner squares at his left and right-hand side. The player with

Black pieces will place both his rooks similarly.

2. Each of the Knights will occupy the square next to the Rook.

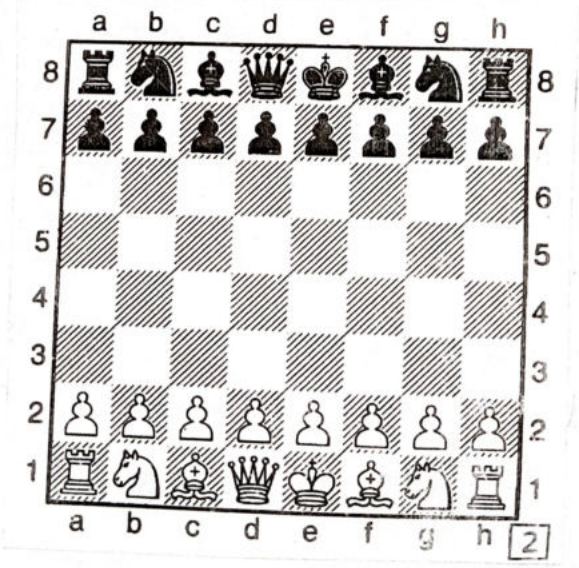
3. Each of the Bishops will occupy the square next to the Knight.

4. The White Queen will occupy the White or Light-coloured Square and the Black Queen stands on the Black or Dark-coloured square. "Queens occupy the square of their own colour.

5. Naturally the King stands on reverse colour at the start of the game i.e. the White king on Black or Dark coloured square and the Black king on White or Light-coloured squar.

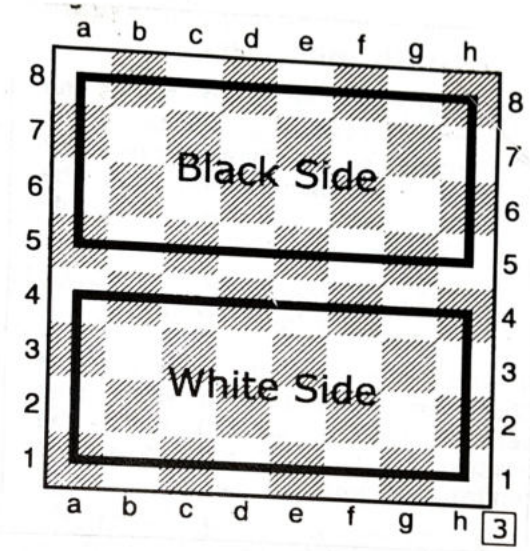
6. The pawns are placed on the 2nd row of squars in front of the pieces.

If you have correctly arranged the chessmen in accordance with rules detailed above in serial 1 to 6, the position on your chessboard should confirm to diagram 2



- Understanding the Chessboard better

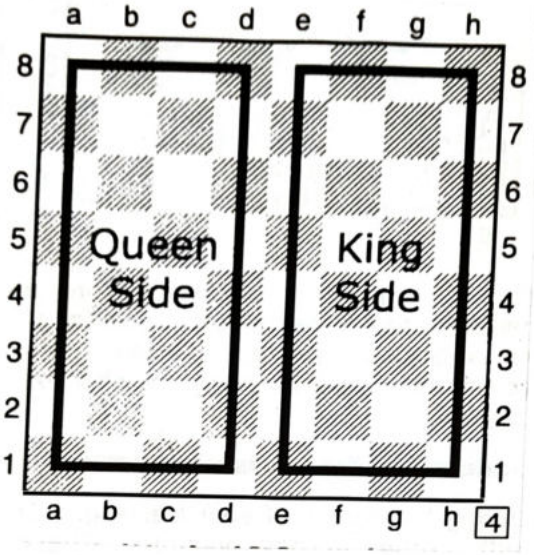
The half of the chessboard (32-squares) on which the White chessmen stands is called the 'White Side' and the half with the Black chessmen on it is called the 'Black side'. This is indicated in Diagram 3.



If we are to draw a line vertically down the middle of the chessboard, the left-half of the chessboard on the side of the player with white pieces is called 'Queen-Side' and right-half the 'King-side'

Remember, the White's king-side is always on his right and the Black's King-side always

On his left.
This is shown in Diagram 4.



• Rules for 'Moving' & 'Capturing'

• Moving

1. A 'move' in the game of Chess means moving a Chessman from the square on which it is standing to another square.

2. The player having the 'White' chessmen makes the first move, which is followed by player having the 'Black' chessmen. Then the players moves alternately.

3. Unlike other board games, a player is obliged to make a move on his turn and he cannot 'Pass'

4. A player is not allowed to make two consecutive moves

5. A player is not allowed to move a chessman to a square which is already occupied by one its own chessman. In other words, two chessmen of the same colour cannot occupy the same square at same time.

6. A player is said to have made an 'Illegal Move' if the move made is not in accordance with the rules of the game. The player is required to retract it. and make a different move with the same chessman, provided that is legal. If it is not possible to make a legal move with the said chessman, he is free to make a legal move with any other chessman.

• 'Capturing'

1. 'Capturing' in Chess means moving a chessman to a square occupied by the opposing side's chessman. The opponent's chessman so captured is removed from the board and substituted with the chessman doing the capturing on that square. The captured chessman no longer takes a further part in the game. Thus, the number of chessmen in a game of chess always decreases and never increases.

2. 'Capturing' in chess is always an optional move and not compulsory.

• Act of 'Moving' & 'Capturing'

Here are the following competition rules pertaining to 'Moving' & 'Capturing'

1. Each move must be made with one hand only.

2. If a player on the move desires to adjust one of more pieces on their squares, he must express his intention to the opponent by saying "I adjust" or just 'adjust' before touching the chessman to be adjusted. Such adjustment should be made only in the presence of his opponent.

3. If the player having the move touches on the chessboard, with the intention of moving or capturing one or more of his own pieces, he must move the first piece touched that can be moved.

4. If the player having the move touches on the chessboard, with the intention of moving or capturing one or more of his opponent's pieces, he must capture the first piece touched that can be captured.

5. For the first completed 'Illegal Move' made by a player, the opponent shall be awarded extra thinking time on his clock. However, for the second completed illegal move by the same player the arbiter shall declare the game lost.

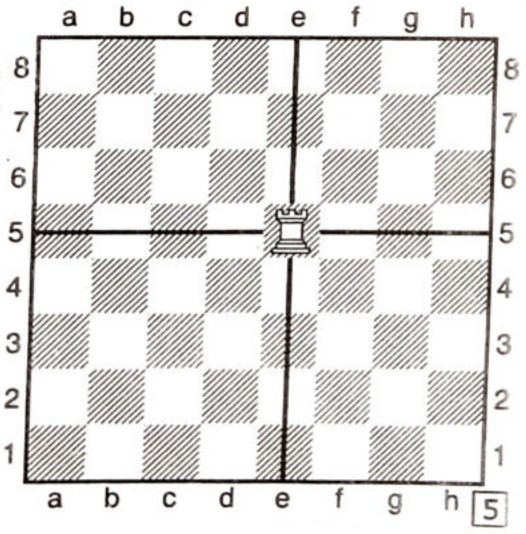
• Movement of Chessmen

1. The 6 different types of chessmen have its own way of moving, distinct from each other.

2. The chessmen of the same type move in the same way.

• Rook

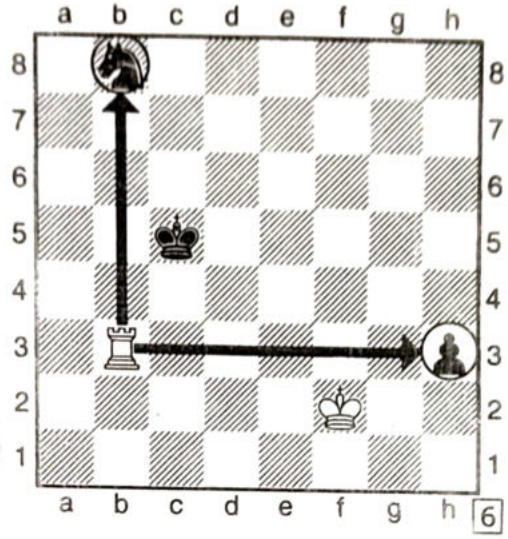
The movement of Rook is very easy to learn - It's a 'straight-line' piece! It moves only in a straight line to any of the vacant square, horizontally or vertically, on the file or on the rank on which it stands, unless its way is obstructed.



On the basis of the above rule, the white rook can move to any of the 14 squares indicated in diagram 5.

- **Capture with the Rook:**

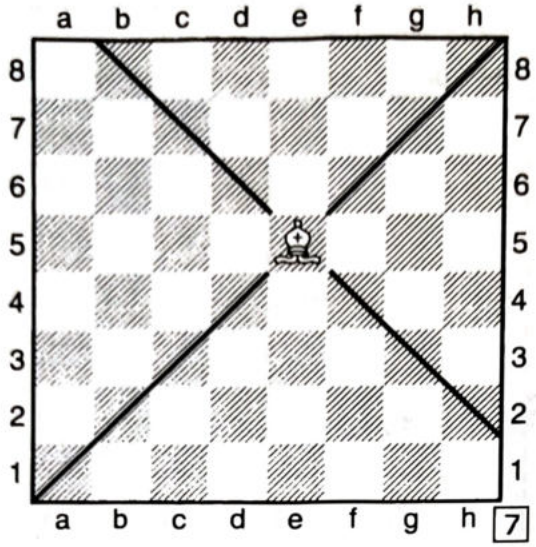
The Rook captures the opposing chessman in the same way as it moves.
Diagram 6 White's Rook is attacking Black's Knight and Pawn and has option of capturing either of them.



- **BISHOP**

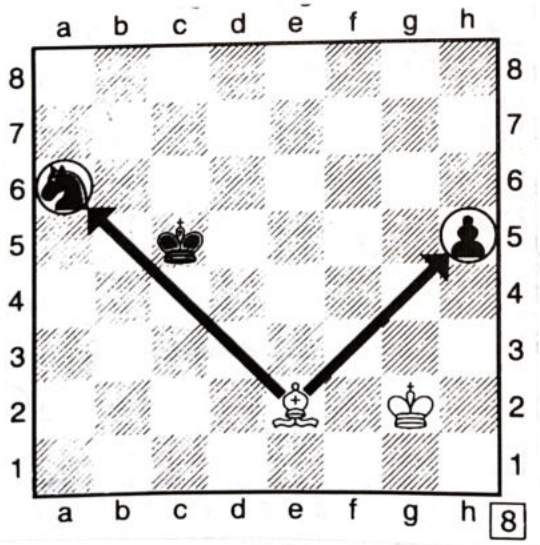
The way in which the Bishop moves is opposite to that of the Rook. While the Rook moves straight along the file or the rank, the Bishop may move to any of the vacant square of its own colour ong diagonal, forward or backward, unless it's way is obstructed. In diagram 7 White's Bishop can move to any of the 13 squares;

The important rule to remember is that the Bishop is the only chessman whose movement is restricted to its own colour.



- Captone with the Bishop:

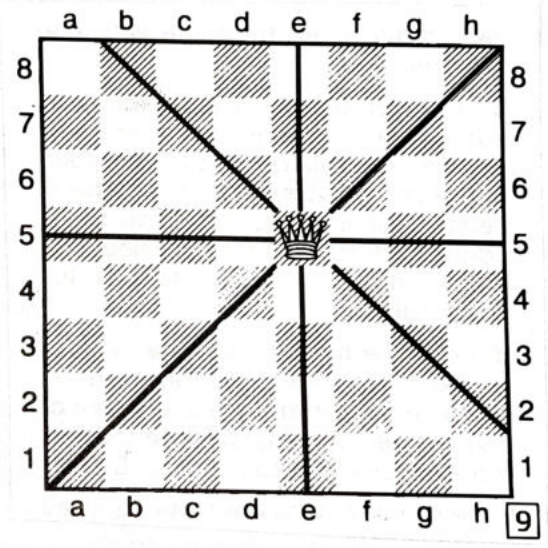
The Bishop captones the opposing chessman in the way as it moves:
In Diagram 8 White's has the option of either capturing the Knight or pawn.



• QUEEN

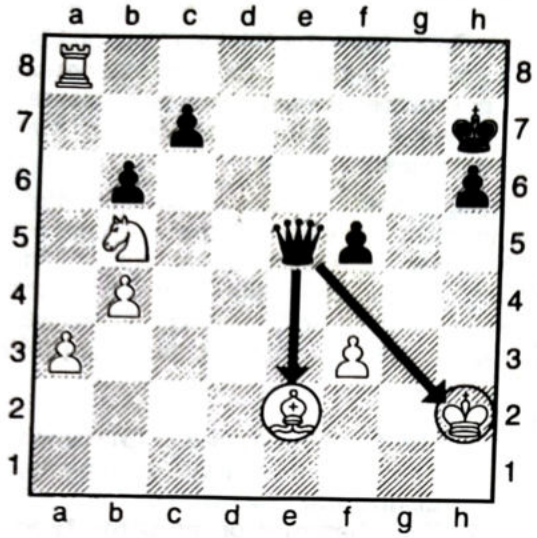
Designated as the 'strongest' piece on the chessboard, the Queen may move to any square - straight on diagonally unless its path is obstructed. Simply put, the 'All-powerful' Queen comes in a combo package of a 'Rook' and a 'Bishop' with great destructive abilities and speed more than F1 racing!

Diagram 9 shows all the 27 squares the Queen can reach:



• Capture with the Queen

In diagram 10 the Black's Queen has a pleasant choice of capturing White's Bishop on the following move after White get his king out of check:



10

KNIGHT

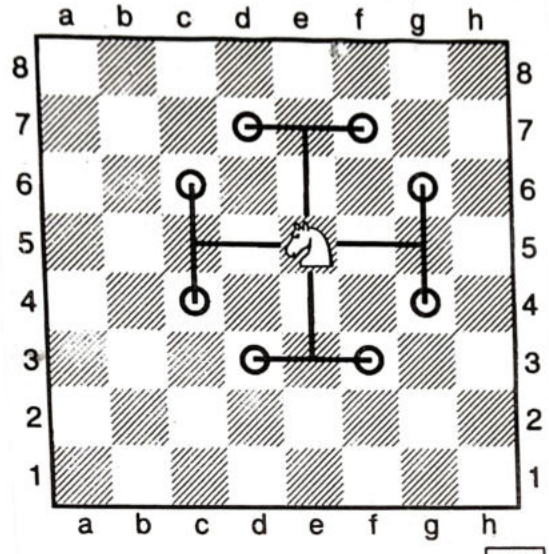
The knight's moves are distinct as compared to other pieces. It's the only chessmen which can jump over its own or the opposing chessmen. The knight moves two squares vertically and then one square horizontally and then one square vertkally.

You have to simply remember the pattern that knight moves in a form of alphabetical letter 'L'. Traditionally, we say that " Knight moves 2½ squares".

To ensure that you are moving the knight in a correct way, keep in mind that the square from which the knight moves and the one on which it lands are of opposite colour, not adjoining, but separated by one squae.

Thus, a knight standing on a white square will move to a black square and the knight standing on black square will move to a white square.

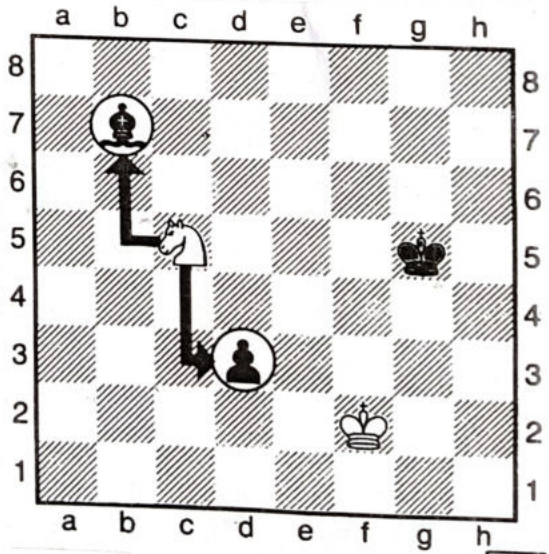
In diagram 11 the knight may move to any of the 8 squares indicated by a circle;



11

- Capture with the knight;

In diagram 12, the knight has the choice of either capturing Black's bishop on pawn



12

• PAWN

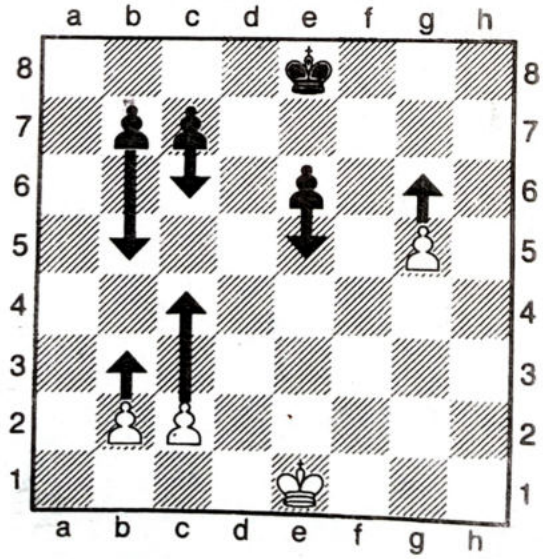
In comparison to other chessmen, the Pawn has a distinct way of moving, capturing.

1. The Pawn, unless its path is obstructed can move only one square forward (straight) on its file at a time.

2. As an exception to this rule, each of the Pawn, in the starting position, unless obstructed, are also allowed to move two squares at once.

3. The pawn is the only chessmen that is limited to moving in a forward direction and is not allowed to move backwards.

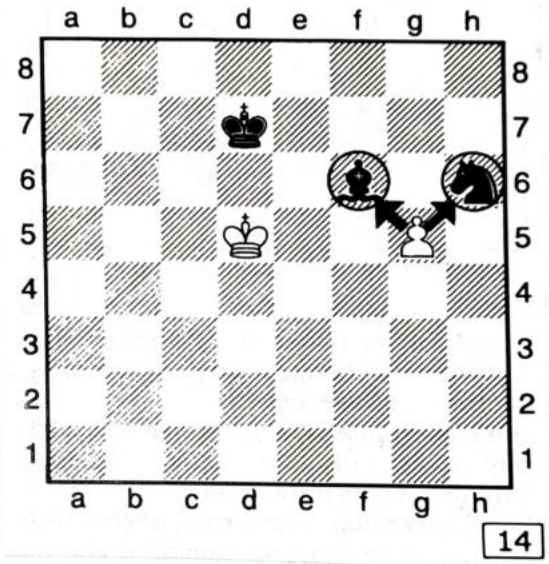
The movement of pawn, either 1-square or two-squares is illustrated in diagram 13:



13

- **Capture with the Pawn :**

Unlike the way it moves, pawn captures in a different manner - only one square diagonally forward to its left or right. In diagram 14 the White's pawn has a choice of either capturing the Bishop or knight:



- **Pawn's special Power - 'Promotion'**

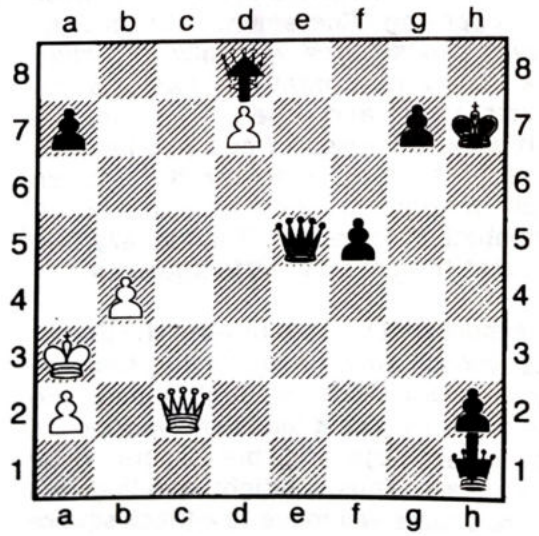
Since the pawns cannot move backwards and its capturing zone limited to just one square diagonally to the left or right, it is considered as the weakest of all chessmen. However, its has got one unique characteristic, which has not been given to the Pieces :

When a Pawn reaches end of the chessboard, it can transform itself either to a Queen, Rook, Bishop

or Knight of the same colour!! This is known as 'Pawn Promotion'.

In vast majority of cases the Pawn would be promoted to a Queen as it is the most powerful piece on the chessboard. In such case the promotion is called 'Queening'.

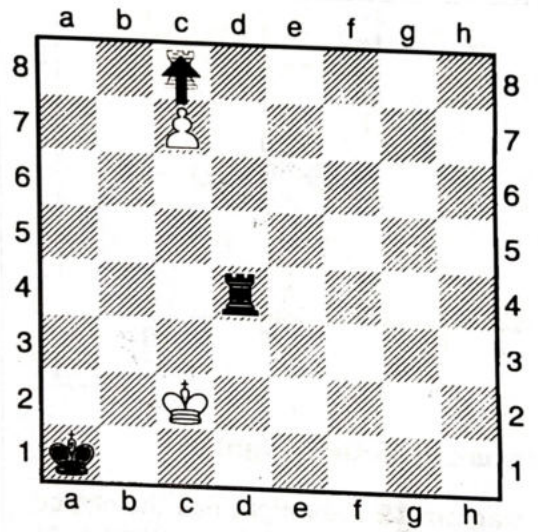
Diagram 15 illustrates a typical 'Pawn Promotion' or 'Queening' - from a game between Lasker vs Alekhine, Paris, 1913, wherein White is all set to promote his d8 pawn to a Queen, Black follows same with promotion of his h1 pawn to a Queen!



15

• Pawn's Under-Promotion

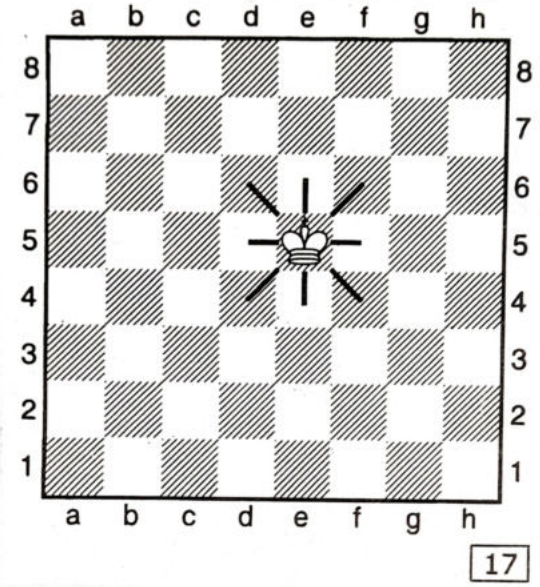
Sometimes the position on the chessboard demands that the paun be promoted to a Rook, knight or Bishop instead of a Queen (mostly to avoid stalemate or to create a 'knight-Fork' or a 'Double Attack'). This is called 'Under-Promotion'. The most notable example of a necessary under-promotion is illustrated in diagram 16.



16

KING

The King's movement is very simple to remember. It moves only one square in any direction. Diagram 17 indicates all the 8-squares, which a King can move to.



17

Some exceptions to the king's movement are:

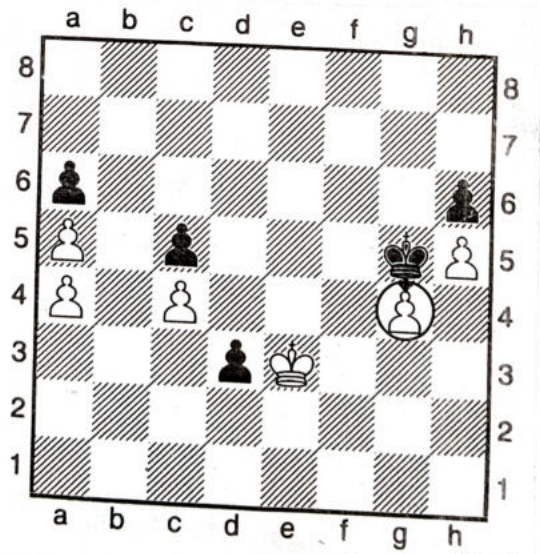
1. The King is not allowed to move to a square, which is already in control of enemy chessmen.
2. It also means that as soon as the King is attacked by an enemy chessman i.e. put into Check, it is required to get out of it immediately on the move. If it cannot get out of 'Check' the game ends in victory in favour of the player who had delivered the lethal check.

3 The rules of the game also provide that the king is not allowed to move to a square adjacent to his opposite king. Accordingly, both the kings are required to stand at least one square apart.

- **Capture with the king:**

The king's capturing zone is limited to just one square in any direction - in the same way as it moves.

In diagram 18 Black's king can capture White's pawn on g4 but not the pawn on h5.



18

• Elements of Algebraic Chess Notations

• Chess Symbols

SYMBOL	MEANING
1. ⩲	White stands Slightly better
2. ⩱	Black stands Slightly better
3. ±	White is better
4. ∓	Black is better
5. +−	White has a decisive advantage
6. −+	Black has a decisive advantage
7. =	Even (or Equality)
8. ↑	with the initiative
9. →	with an attack
10. ∞	with compensation
11. ⇄	with counterplay
12. ⯹	unclear
13. ⟐	better is
14. Δ	intending (With the Idea)

	SYMBOL	MEANING
15.	□	Only move
16.	⊙	Zugzwang
17.	×	Weak point (or capture)
18.	+	Check
19.	#	Checkmate
20.	?	Mistake (or a weak move)
21.	??	A blunder
22.	!	A very good move
23	!!	An excellent move
24	!?	A move deserving attention (or move worth considering)
25	?!	A dubious move (or move of doubtful value)

• Algebraic Chess Notation

Chess notation is the term for various systems, which has been devised to record a game of chess.

It is only because of chess notations that we are able to go through the vast of treasury of chess games, which otherwise would have been lost.

Of all the systems devised to record a game of chess, algebraic chess notation is recognised by FIDE laws of chess.

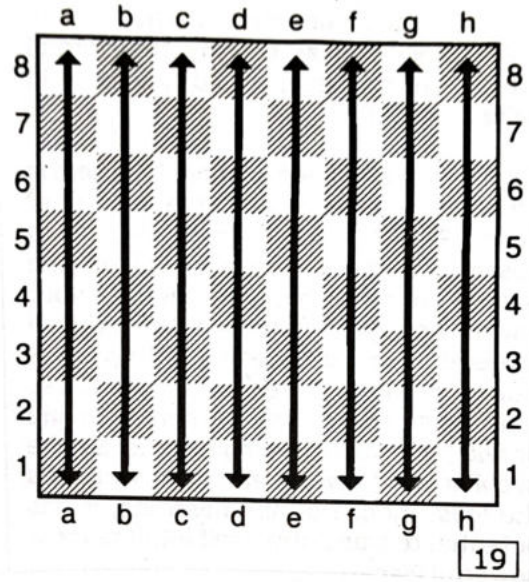
It was introduced by the legendary Syrian player, Philipp Stamma (1705-1755), who is considered to be the pioneer of modern chess.

This method of recording the game scores above other system because of its simplicity and without any langauge barrier.

• FILES

The 8-vertical rows of squares going from left to right (from the bottom left-hand corner of the White player) are called 'Files'. They are indicated by small alphabets:

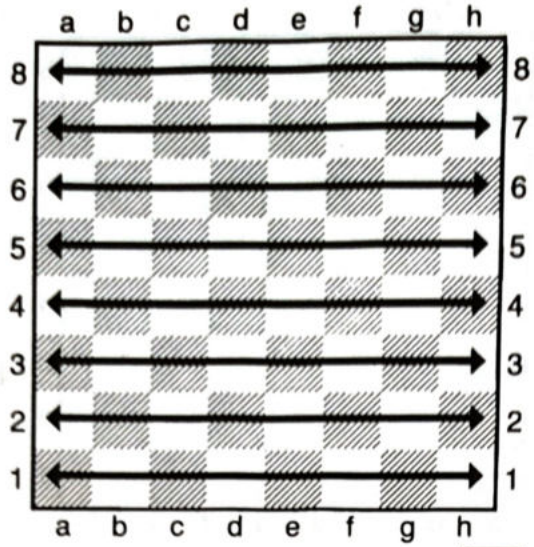
a, b, c, d, e, f, g, h. (Diagram 19)



• RANKS

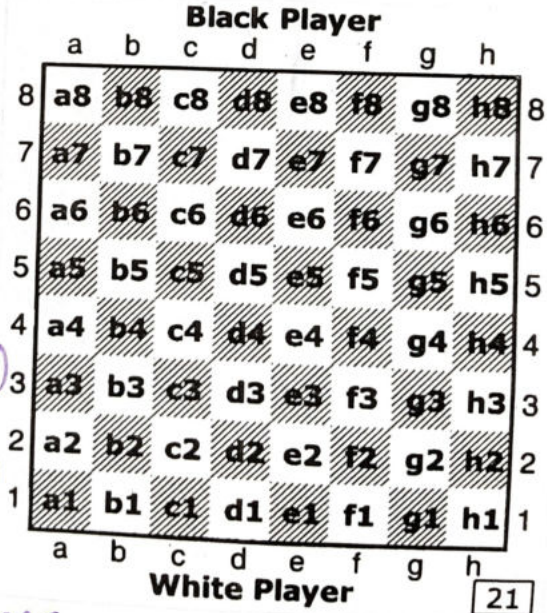
The 8-horizontal rows of squares going upwards (from bottom to top side of the White's side) are called 'Ranks' and they are indicated by numbers:

1, 2, 3, 4, 5, 6, 7, 8 (Diagram 20)



20

With this division, each of the 64-squares on the Chessboard gets a unique name by a combination of a letter (File) and a number (Rank) as illustrated in Diagram 21:


Black Player
a b c d e f g h
8 a8 b8 c8 d8 e8 f8 g8 h8 8
7 a7 b7 c7 d7 e7 f7 g7 h7 7
6 a6 b6 c6 d6 e6 f6 g6 h6 6
5 a5 b5 c5 d5 e5 f5 g5 h5 5
4 a4 b4 c4 d4 e4 f4 g4 h4 4
3 a3 b3 c3 d3 e3 f3 g3 h3 3
2 a2 b2 c2 d2 e2 f2 g2 h2 2
1 a1 b1 c1 d1 e1 f1 g1 h1 1
a b c d e f g h
White Player

21

- Colour of Square

Odd Ranks → 1, 3, 5, 7

Even Ranks → 2, 4, 6, 8

Odd Files → a(1), c(3), e(5), g(7)

Even Files → b(2), d(4), f(6), h(8)

ODD-ODD SQUARE → DARK Square

EVEN-EVEN SQUARE → DARK Square

ODD-EVEN SQUARE → Light square

- Symbol (Names) for Pieces:

The pieces are represented by its first alphabet and they are always recorded in Capital (Uppercase) letters as follows:

Chessmen	Symbol (Name)
KING	K
QUEEN	Q
ROOK	R
BISHOP	B
KNIGHT**	N
** Since both the letters 'K', the knight is letter 'N' so as to	king & knight start with the represented by its 2nd avoid ambiguity.

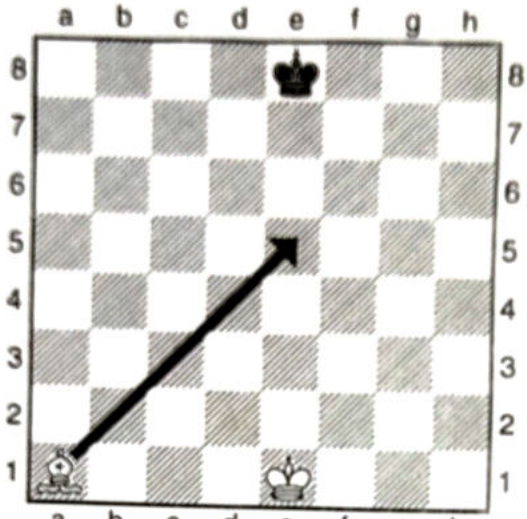
The pawns are not indicated by their first alphabet, but rather by the absence of it.

- Notation for Movement of a Piece

The notation for movement of a piece from one square to another is recorded in the following order:

1. Symbol of piece, which is moving.
2. The square of its arrival.
3. In case it's Check or Checkmate, the respective symbol '+' or '#'.

For ex., in diagram 22, if a Bishop standing on a1 square is moved to e5 square, it is recorded as 1. Be5



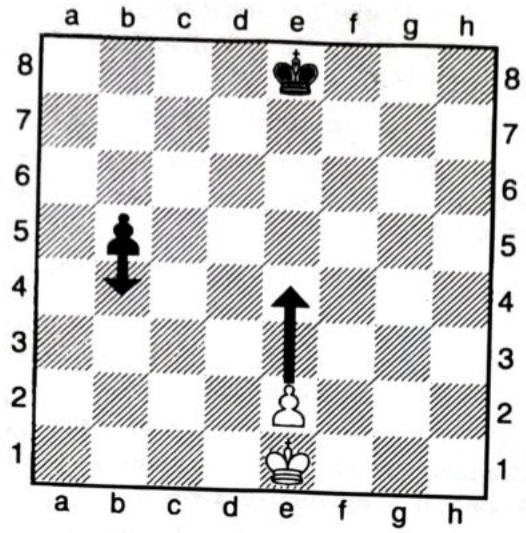
22

- Notation for Movement of a Pawn

The notation for movement of a Pawn is recorded in the following order:

1. The square of its arrival.
2. In case it's check or checkmate, the respective symbol '+' or '#'

For ex., in diagram 23 the movement of White's Paun from e2 to e4 square is simply recorded as 1. e4. The movement of Black's paun from 65 to b4 square is recorded as 1... b4.



- Notation for Capturing with a Piece:

The notation for capture with a piece is recorded in the following order:

1. Symbol of piece doing the capturing.
2. The symbol of capture – indicated by a small 'x'.
3. The square on which the capture is being made.
4. In case it's check or checkmate, the respective symbol '+' or '#'

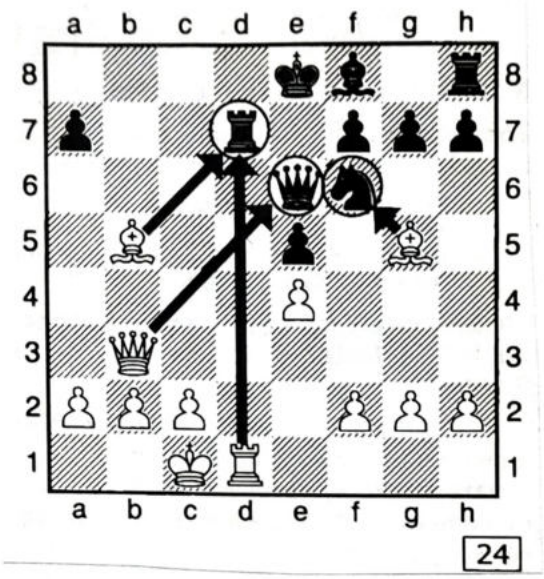
Diagram 24 illustrates the possible captures by White:
White's possible captures are:

1. Qxe6+

1. Rxd7

1. Bxf6

1. Bxd7+ ('+' sign indicates a check)



- Notation for capturing with a Pawn:

The notation for pawn capture is recorded in the following order:

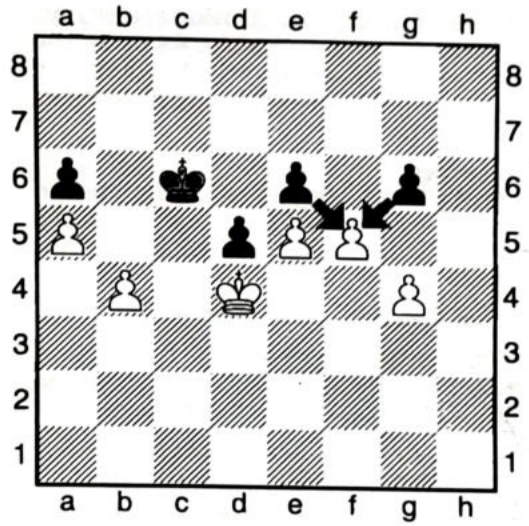
1. The 'File' from which the Pawn departs.
2. The symbol of capture - indicated by a small 'x'
3. The arrival square of the pawn after capture.
4. In case it's check or checkmate, the respective symbol '+' or '#'

Black's possible Pawn captures are illustrated in Diagram 25:

1...exf5

1...gxf5

When Black is on the move, it is customary to put three dots after move number.



25

• Notation for Pawn Promotion

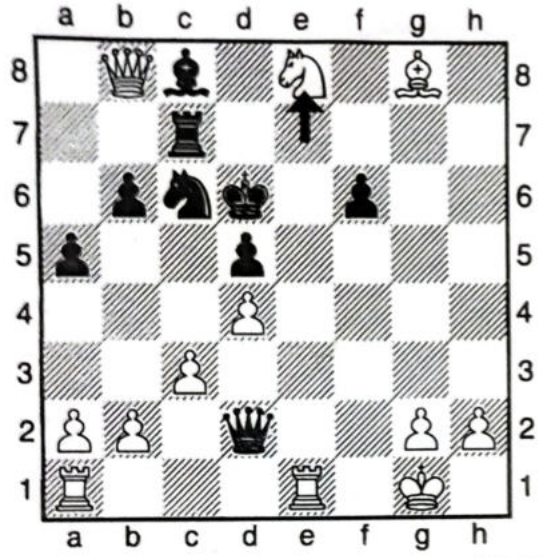
The notation for promotion of a pawn is recorded in the following order:

1. The square of arrival of the Pawn.
2. The symbol of capture - indicated by a small 'x' in case the arrival is through a capture.
3. The '=' (equal) sign indicating promotion (customary, though not a FIDE standard).
4. The symbol of the Piece to which the Pawn is operated.
5. In case it's check or checkmate, the respective Symbol '+' or '#'

Diagram 26 illustrates the resultant position after White has promoted his e7 Pawn to a Knight by moving it to e8. The move would be recorded as under:

1. e8 = N+

Test your Chess Notation



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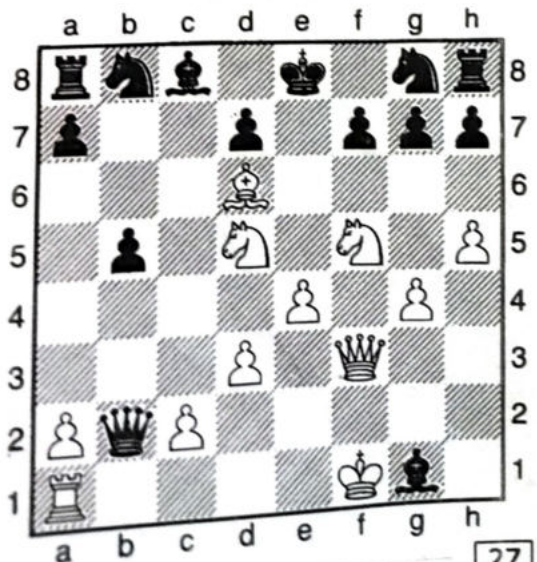

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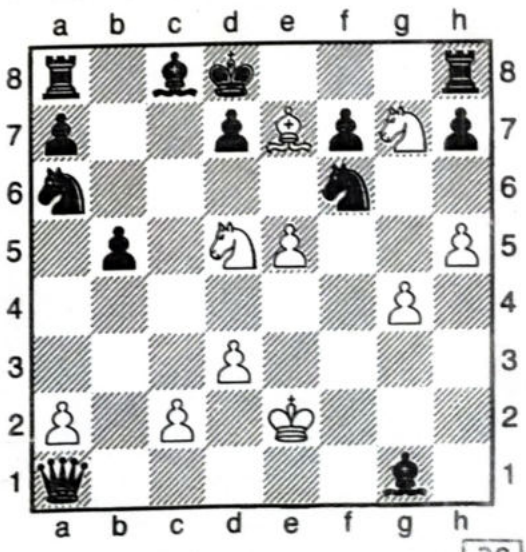


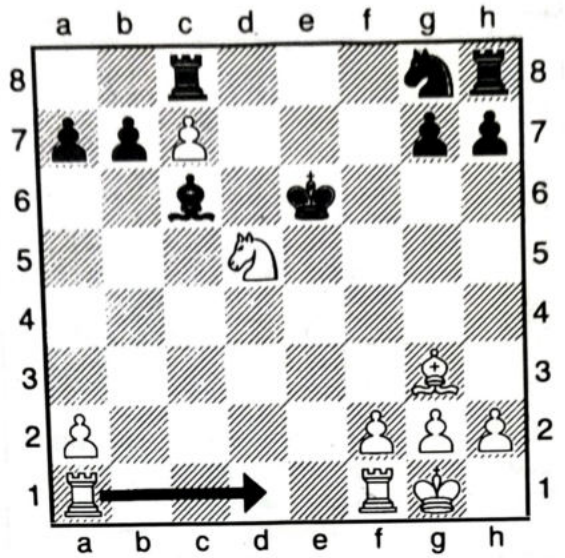
28

- Recording Ambiguous Moves
- Identical Pieces on the Same Rank

When both the rooks are standing on the same 'Rank', the notation is recorded in the following order:

1. Symbol of the Rook - 'R'
2. The 'File' from which the Rook has departed. If the move involves capture, please make a note to insert the capture sign 'x' after the 'File' name.
3. The square of its arrival.
4. In case it's check or checkmate, the respective symbol '+' or '#'

Diagram 29 illustrates the correct recording of notation:
White to play is about to move his Rook on a1 to d1, which would be recorded as 1. Rad1, indicating that the Rook on 'a' file has moved to the d1 square.
If the other Rook were to move, it would be recorded as 1. Rfd1.



- Identical Pieces on the Same File:

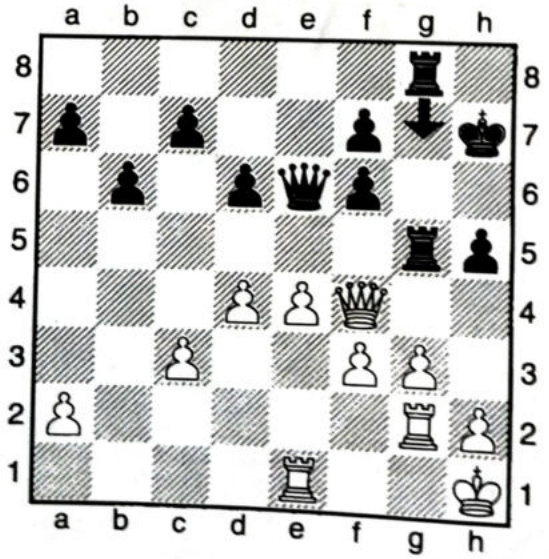
When both the Rooks are standing on the same 'Rank', the notation is recorded in the following order:

1. Symbol of the Rook - 'R'
2. The 'Rank' from which the Rook has departed. If the move involves capture, please make a note to insert the capture sign 'x' after the 'Rank' name.
3. The square of its arrival.

4. In case it's check or checkmate, the respective symbol '+' or '#'

Diagram 30 illustrates the correct recording of notation:

Black to play is about to move his Rook on g8 to g7, which would be recorded as 1.... R8g7, indicating that the Rook standing on the 8th Rank has moved to the g7 square. If the other Rook were to move, it would be recorded as 1.. R5g7.



30

• Special Chess Moves

In this section we shall learn two special moves at the disposal of a player:

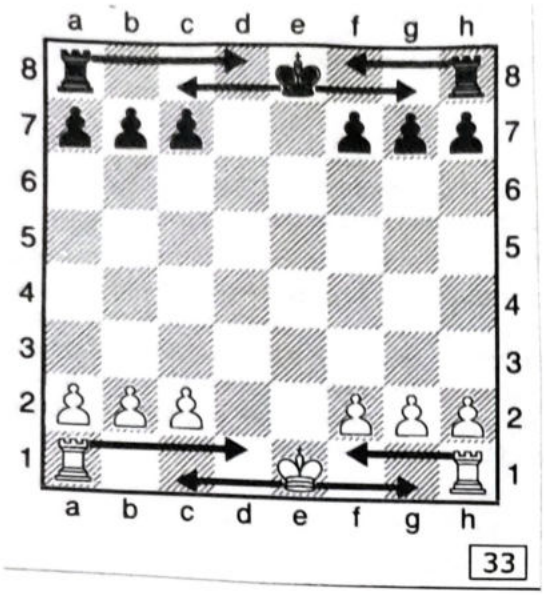
1. Castling
2. En-Passant Paun Capture.

• CASTLING

Casting is a combined move of the king and either Rook, counting as a 'single' move and executed as follows:

The King is transferred from its original square two squares towards either Rook on the same Rank, then the Rook concerned is transfered over the king to the square that the king has just crossed.

Diagram 33 illustrates the position before castling! Whereas diagram 34 & 35 shows the resultant position after White has castled king-side and Black on the Queen side.



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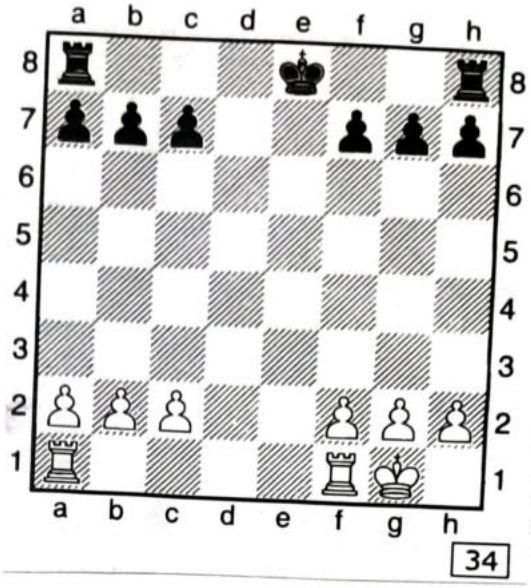

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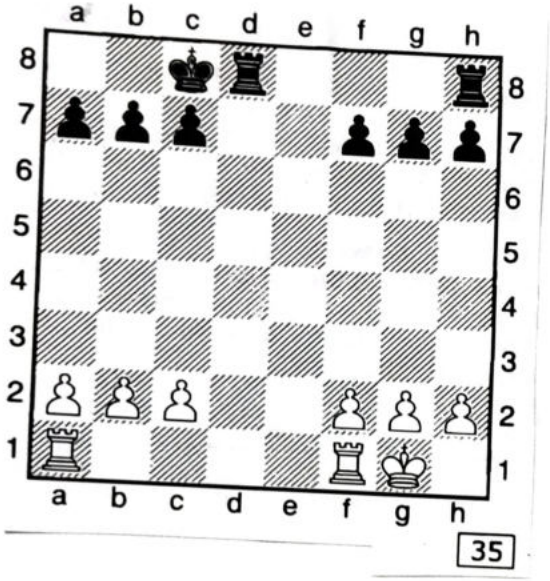


35

- ## Is Castling important

Though castling is an optional move, this strategy is employed by both the sides in majority of games because:

1. The king is more likely to be exposed to attack in the central files of the board. As against this, castling provides the king a safe shelter behind the barrier of Pawns, away from the center.

2. The Rook, which is castled with, is automatically brought in a good active position towards

the center.

- **Position after castling**

To ensure that you learn the execution of this move correctly, detailed below is the position of king and Rook after castling:

→ **King-Side Castling (or short Castling)**

White king: moves from e1 to g1
White Rook: moves from h1 to f1

Black king: moves from e8 to g8
Black Rook: moves from h8 to f8

→ **Queen-Side Castling (or Long Castling)**

White king: moves from e1 to c1
White Rook: moves from a1 to d1

Black king: moves from e8 to c8
Black Rook: moves from a8 to d8

• Castling Rules

A player can castle only if the following conditions are satisfied:

1. Castling is permitted only if neither the King nor the Rook concerned has moved previously.

2. All the squares between the king and the Rook with which a player desires to castle must be empty.

3. The square on king's on which the king stands at the start of a game, e1 for White & e8 for Black (We can refer to this as king's starting square) should not be under attack. It means that the king should not be in check. castling is not allowed for the purpose of getting king out of check.

4. The king's arrival square after castling, g1, c1, for White & g8, c8 for Black (We can refer this as king's Arrival Squar') should not be under attack by the opposing piece.

5. The square which the king is going to pass over, f1, d1 for White & f8, d8 for Black (We can refer to this a king's 'Crossing Square'). Should not be under attack by the opposing piece.

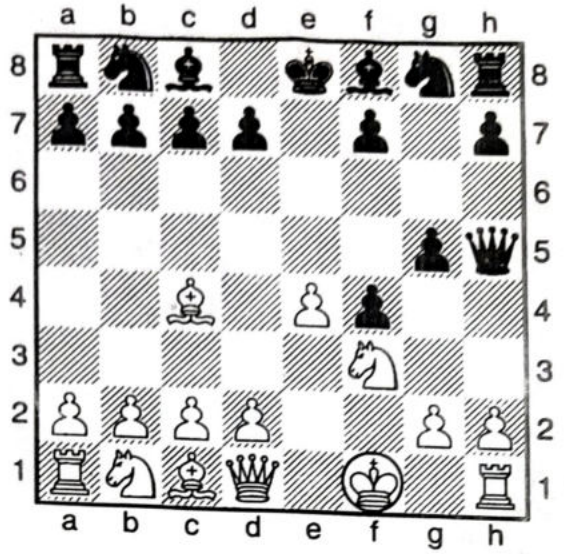
6. However, a player is allowed to Castle if the Rook's square on the square, which is the Rook is going cross over -(a1, b1, & h1 for White & a8, b8 & h8 for black() is under attack.

To elaborate these rules detailed in 1-6 above, we seek help of illustrations in diagrams 36 to 41:

- Condition No. 1

In diagram 36 White has lost the right to castle since his king has already moved to f1.

A good strategy is to ensure that you retain the right to castle by not moving the king and the concerned Rook prior to castling.



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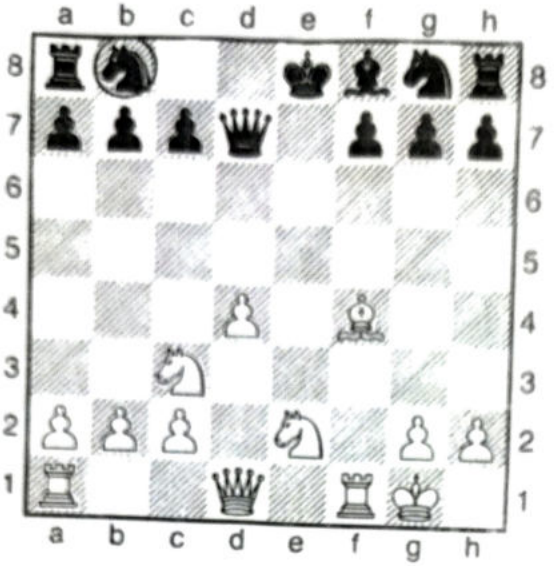
- Condition No. 2

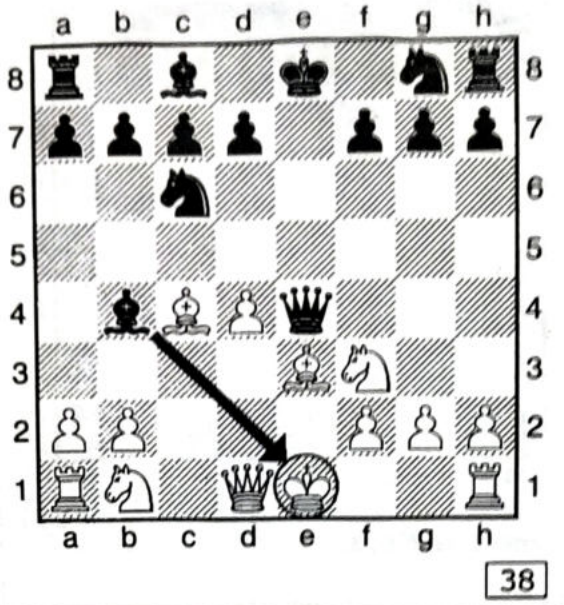
In diagram 37 Black is temporarily prevented from castling on the Queen side because one of the squares between the king and Queen's Rook is occupied by a Piece - a knight on b8.



37

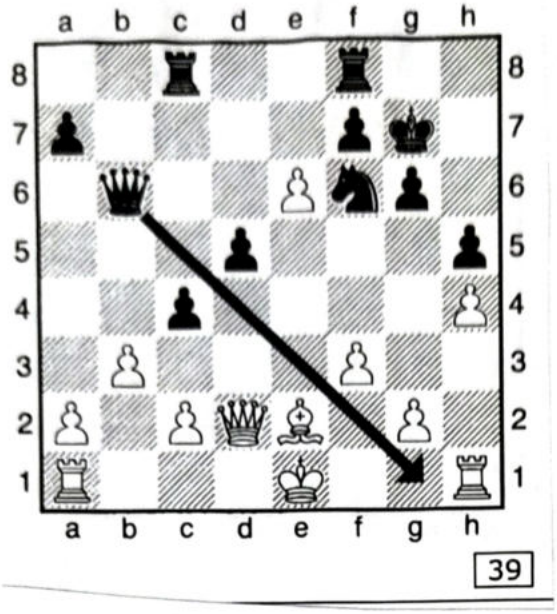
- ## Condition No. 3

In diagram 38 White cannot castle since the starting square of the White king's-el is under attack by the Black's Bishop on b4. It means that the White king is in check. Castling is not allowed for the purpose of getting out of check.



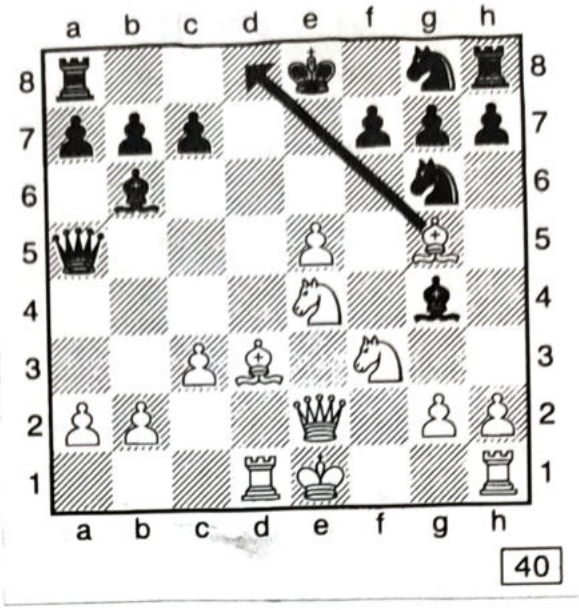
Condition NO. 4

In Diagram 39 Black is temporarily prevented from castling on the Queen side since the Crossing square of its king-d8 in under attack by the White's Bishop on g5.



• Condition No. 5

In diagram 40 White is temporarily prevented from castling on king-side as the Arrival Square - g1 on which the king would land after castling is under attack by the Black's Queen on b6.



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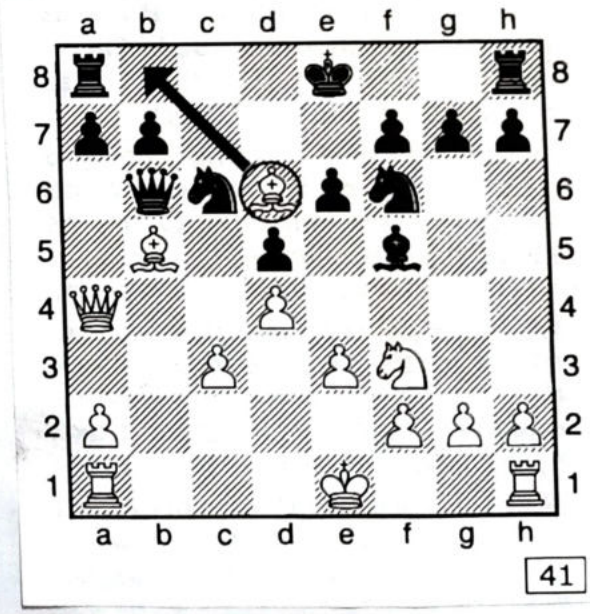
- Condition NO. 6

In diagram 41 Black can castle on the Queen side through the 68 square, which the Rook is going to cross over, is under attack by the White's Bishop on d6:



41

- Permanent Loss of Castling

1. A player cannot castle if his king has already moved.
2. A player cannot castle if with a Rook which has already moved.

- Temporary Prevention of Castling

1. If a piece between the king and the Rook with which the Castling is to be effected has not yet moved.
2. If the king's 'Starting', 'Crossing' or 'Arrival'

Square is under attacked by oppusing sides one or more chessmen.

- **Executing Castling**

Since castling is basically the king's move, it is executed as under:

1. The player intending to castle is required to touch his king first and then the Rook.

2. If a player touches his Rook first and then his king, he is not allowed to castle.

3. If a player touches the king and then a Rook with an intention to castle and finds that castling with this Rook is illegal, he is required to make another legal move with his king, which may include castling with the other Rook.

4. If the king has no legal move, the player is free to make any legal move.

• Notations for Castling

The Algebraic Chess notation for castling is as under:

1. The king-side castling ('Short castling') is recorded as O–O (as there are 2 squares between the king and the Rook).

2. The Queen – side Castling ('Long castling) is recorded as O–O–O (as there are 3 squares between the king and the Rook).

• The 'En - Passant' Pawn Capture

The laws of chess defines the En-Passant (French word) (In-passing) Pawn capture as follows:

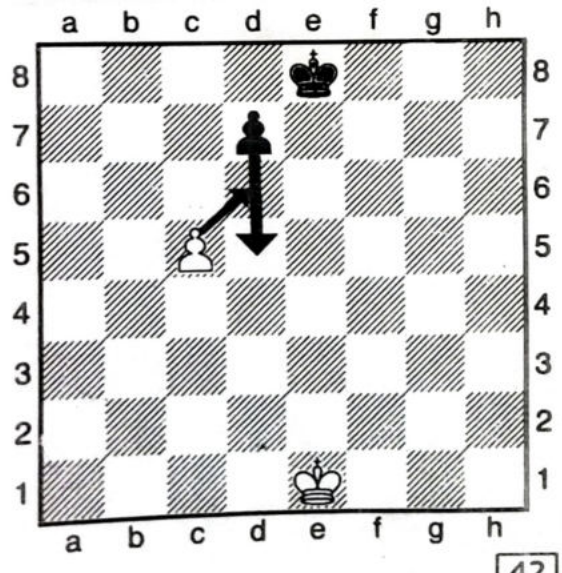
A pawn occupying a square on the same rank as and on an adjacent file to an opponent's pawn which has just advanced two squares in one move from its original square may capture this opponent's pawn as though the latter had been moved only one square. This capture is only legal on the move following this advance and is called an

'en-passant' capture.

In diagram 42 Black has advanced his pawn two-squares upward from d7 to d5, by-passing the White's pawn on c5, now White to move, has the right to capture this Black's pawn on d5 En-Passant with his c5 pawn.

To do this White removes black's pawn on d5 from the board and places his c5 pawn on d6.

Diagram 43 shows the position after White has captured Black's pawn En-passant.



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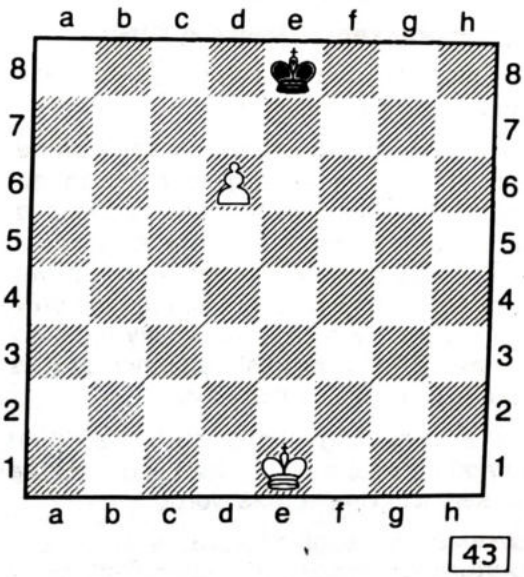

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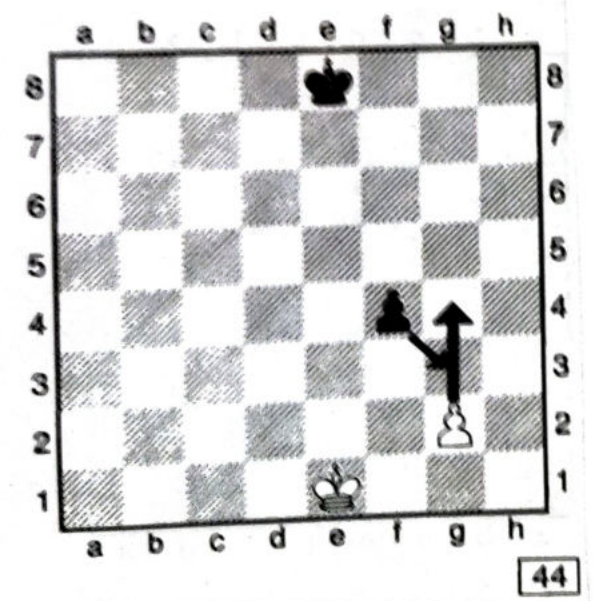

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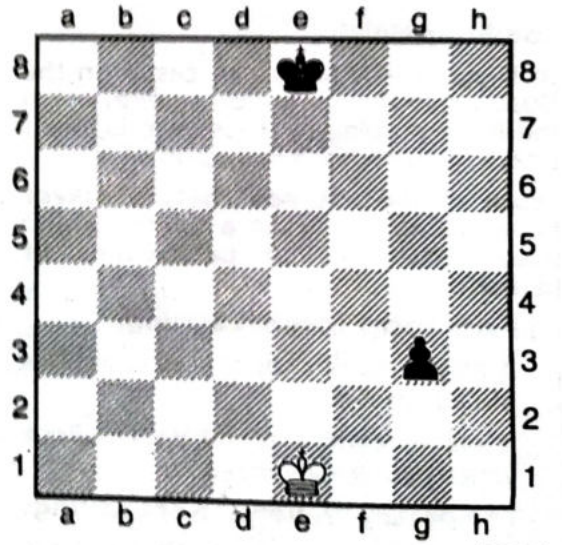

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- **Rules for En-Passant Pawn Capture:**

1. The capturing side's pawn must be on its first rank. As per algebraic chess notations, Black's 5th Rank means the 4th Rank.

2. The pawn to be captured must be on an adjacent file and must have just moved two squares from its starting position in a single move.

3. The capture can now be executed on the move immediately after the opposing Pawn makes this two square advance. The rule does not allow the capture to be postponed until later in the game.

4. If the player chooses not to capture En-Passant, he loses the option for that particular pawn.

- **Notations for En-Passant Pawn Capture**

This capture is recorded like a normal pawn-capture however, it is suffixed with the word e.p. to indicate that it was an En-passant pawn capture. Going back to diagram 42 & 44:

1. White's capture would be recorded as 1.cxdbe.p
2. Similarly the Black's capture would be recorded as; 1... fxg3 e.p.

- **Recording End Result of the Game:**

Once the game has ended, you are required to record result of the game as under:

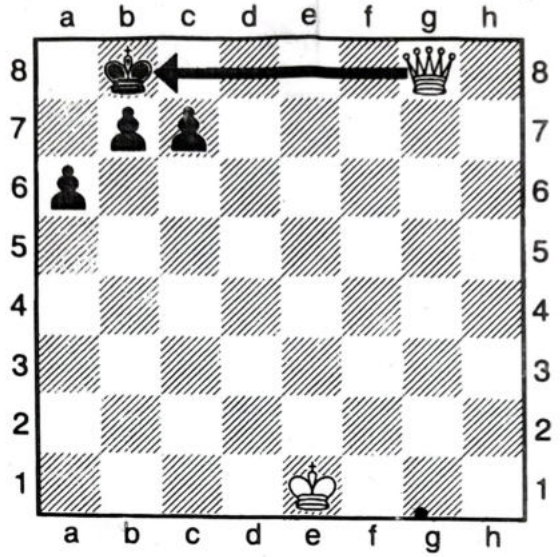
1. If White wins the game, it is recorded as 1-0.
2. If Black wins the game, it is recorded as 0-1.
3. The result ½-½ indicates that the game has ended in a draw.

Checking the King:

Now that you know how to move each and every chessman, capture and castle, you are ready to play real chess!!

1. The king is said to be in Check if it is attacked by one or more of the opponent's pieces.
2. The 'Check' giving pieces are Queen, Rook, Bishop, Knight & Pawn
3. A king cannot itself directly 'Check' the opposing king, since this would place the first king in Check as well.
4. It is obligatory for the king in 'Check' to get out of the same immediately.
5. It is illegal for a player to make a move which places or leaves his king in 'check'.

Different examples of King in 'Check' by all the 'Check' giving pieces are illustrated in diagrams 46 to 50.



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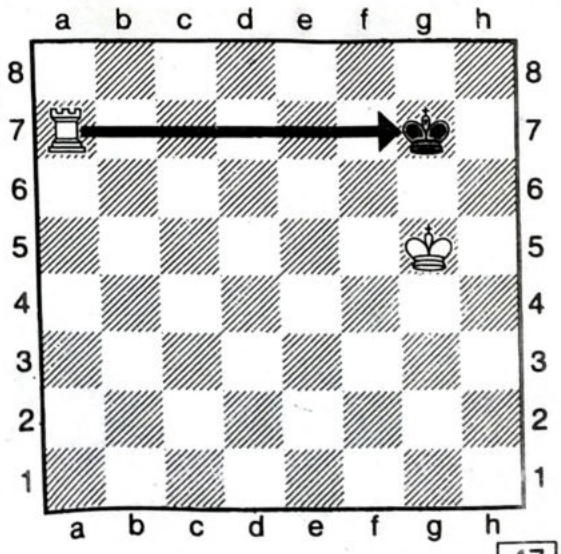

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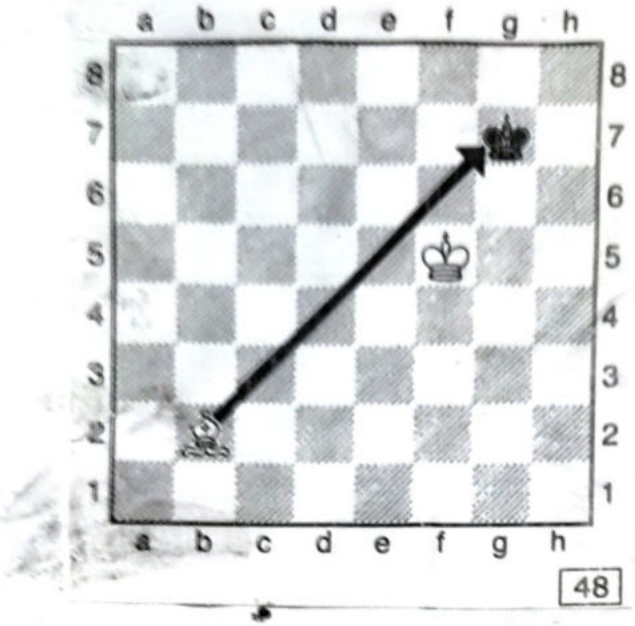

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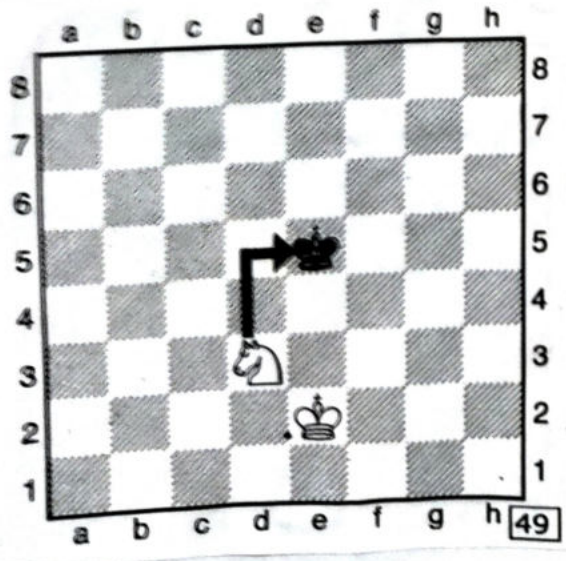

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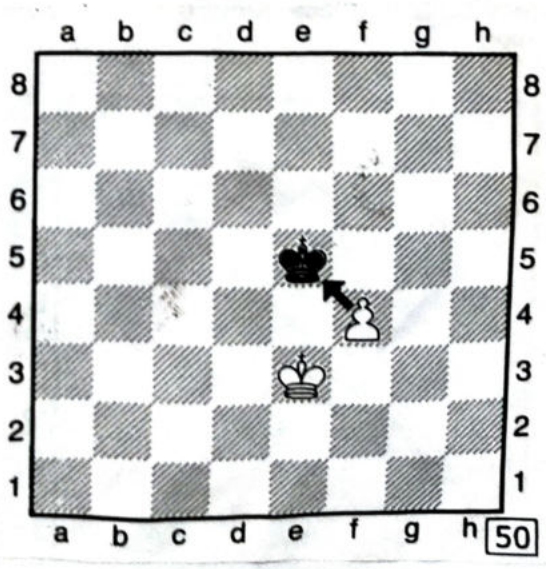

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- **Getting out of check**

Once your king is in check it becomes obligatory on your part to get out of it immediately because the rules of the games does not allow the king to be left on the check.

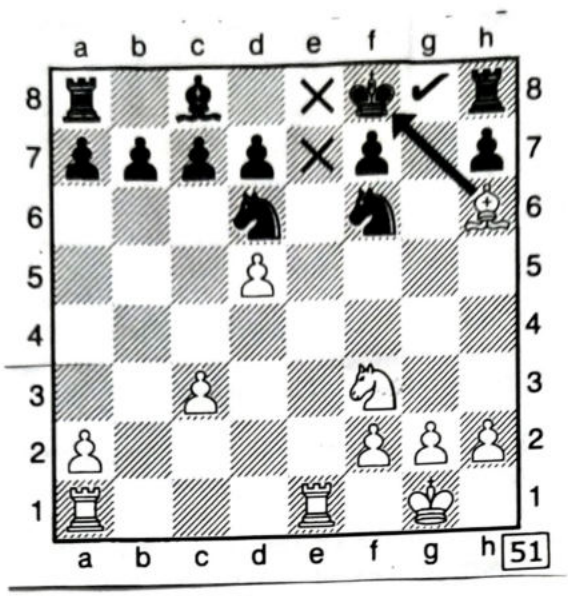
If a player leaves his king in check and makes any other move, it is considered 'Illegal Move' and, according to the Laws of Chess it should be retracted and another move made.

There are three principle methods of getting the king out of check:

1. 1st method – Moving
2. 2nd method – Blocking
3. 3rd method – Capturing

- **1st method – Moving (to get out of check)**

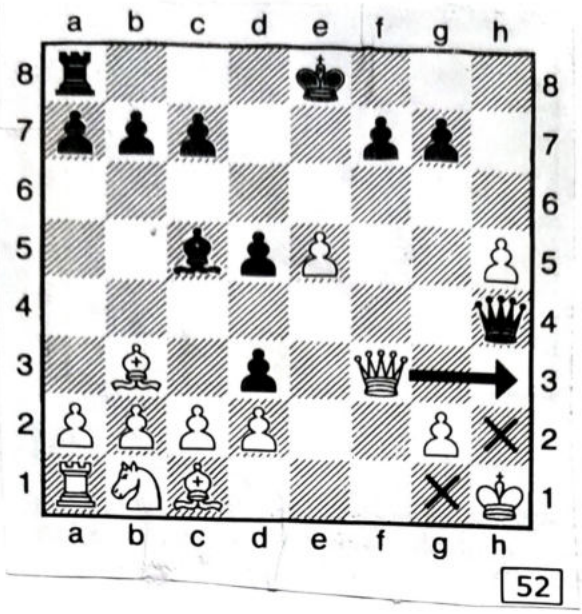
The king should be moved to a square, which is not under attack by any of the opponent's chessmen. We can term this principle as 'move'. In diagram 51 White's bishop is checking the king from the h6 square. He can get out of check only by 'Moving' his king to g8.



- 2nd Method - Blocking (to get out of check)

The king can be shielded from check by placing one's piece or Paun between the king and the opponent's piece giving check. We can term this principle as 'Block'.

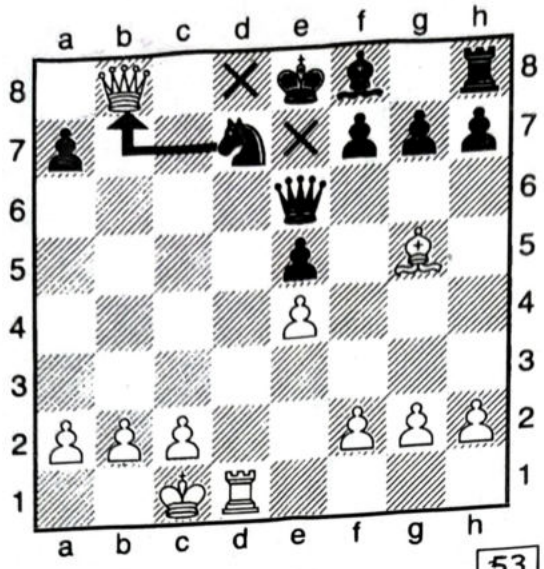
In diagram 52 Black's Queen is checking the king from the h4 square. White can remove this check only by 'Block' - interposing with the Queen move from f3 to h3.



- 3rd Method – Capturing (to get out of Check)

By capturing the chessman giving the check, either with the king or with another chessman. We can term this principle as 'Capture'.

In diagram 53 White's Queen is Checking the King from the b8 square. Black can remove this check only by 'Capture' – the Black's knight on d7 is required to capture White's Queen.

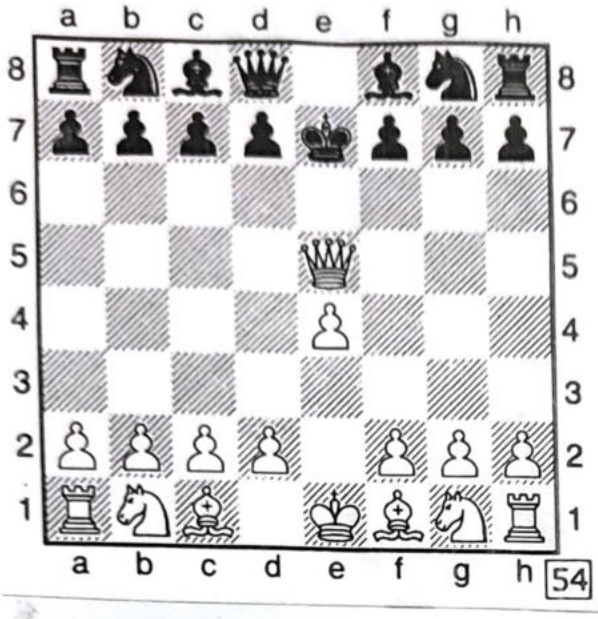


CHECKMATE

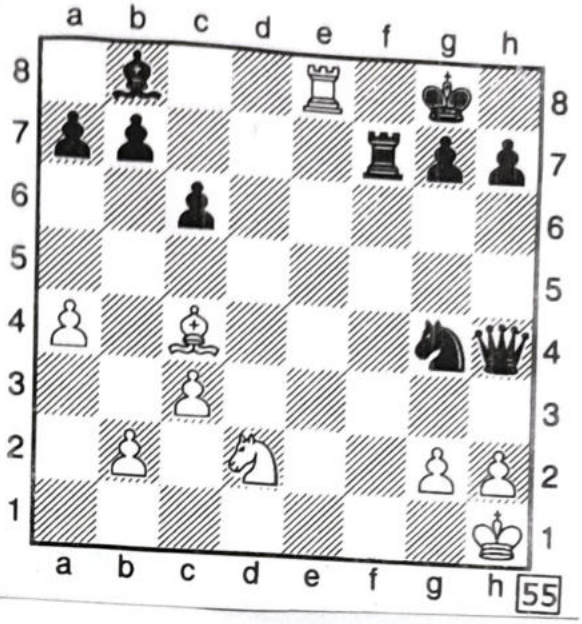
We have seen that a king in check is required to get out of the same immediately by application of any of the three principles of Move, Block and Capture.

If a king in check cannot get out of check, the situation is described as 'Checkmate' and the game ends immediately in victory for the player giving the check as the defending side (the king in check) is not in a position to make any legal move.

Diagram 54 to 58 shows position where the king is Checkmated.



54



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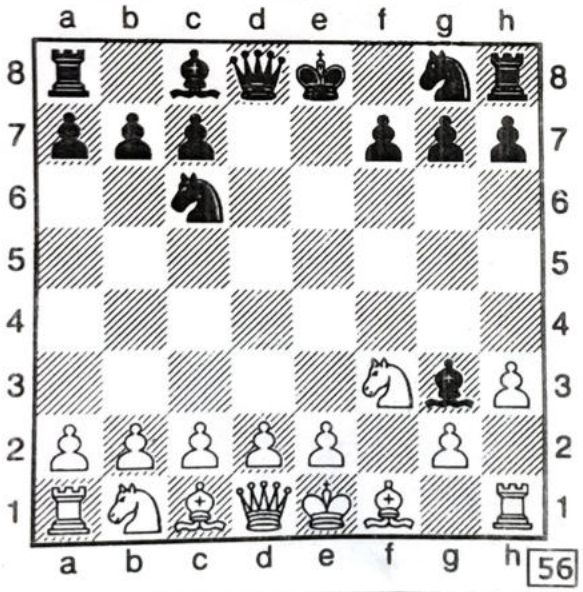

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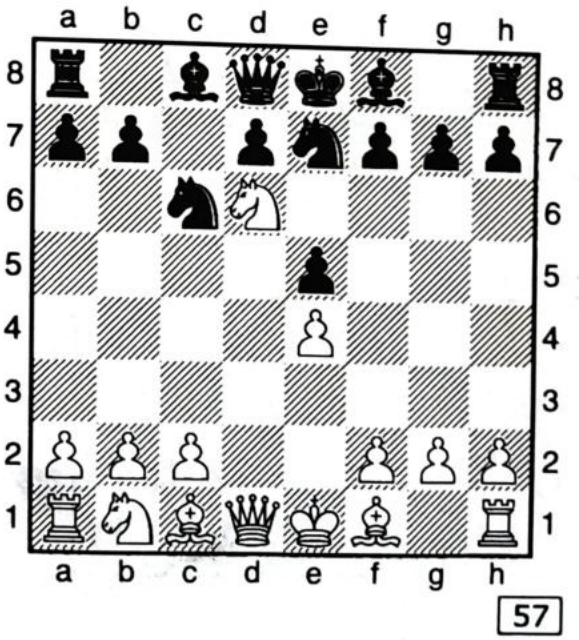

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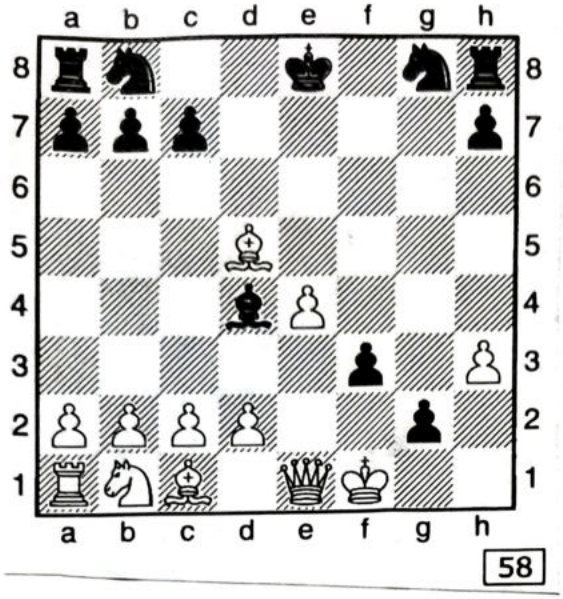

58

• Relative value of Chessmen

When the battle commences, the chessman moves from their start positions and rushes towards the opposing forces. When they are near to each other, a hand to hand combat take place resulting in exchange of pieces.

In view of the above, it becomes necessary for us to know the worth of each of the 6 pieces so that it becomes easier for us to evaluate the position on the chessboard to decide whether or not it is good to exchange or capture a chessman.

Further, the values assume great importance as its calculations provide us an idea as to who is enjoying superiority in material. The side enjoying material advantage normally wins the game.

Through a system called 'Relative value of Pieces' points has been assigned to each of the 5-pieces (excepting the King).

Chessmen	Value
Queen	9
Rook	5
Bishop	3
Knight	3
Pawn	1
King	Infinite(∞)

Here I would like to stress an important point that the exact values depends on the position reached in a game and is bound to differ from the 'Relative Value' given above.

Note→ Having more material than your opponent does not entitle you to claim a win! The find goal is to achieve checkmate.

- Major Pieces

The Queen and Rooks are referred to as 'Major Pieces'.

Queen→ The Queen is worth 9-points because of its two-fold powers to move like a Rook and the Bishop. However, its ability to double up either as the white or Black colored Bishop at any point of time

makes Queen much more valuable than the total value of these two pieces (5+3=8).

Rook → The Rook is worst 5-points. It assumes great attacking power when placed on 'Open' files and ranks. It is more valuable than a Bishop or a knight but weaker than the Queen.

• Minor Pieces

The Bishop and Knight are referred to as 'Minor Pieces'.

Knight;- Though the Knight is comparatively slower to Bishop, it is strong in closed & Blocked positions. Also, a Knight can move to both the white and Black coloured squares whereas a Bishop is restricted to its own colour.

Bishop;- A Bishop is very strong in open positions with unobstructed diagonals on which to operate. At master's level, gaining a Bishop against Knight is akin to winning a 'Minor Exchange'.

Pawn → Though the pawn is the weakest unit of all the chessmen, it is only chessman with the power to promote itself.

King → Since the King is the only chessmen that cannot be captured, no value has been assigned to it.

- Exchange of Material (Pieces)

If you exchange your queen for your opponent's Queen, Rook for Rook, Bishop for Bishop or Knight, Pawn for Pawn, it is just an exchange.

But if you win your opponent's queen, say by just giving away your bishop and two pawns, you have gained considerably as your Bishop and 2 pawns put together are equal to 5 points whereas your opponent's queen is worth 9 points - a gain of 4 points!

- 'Exchange - UP' and 'Exchange Down'

If you exchange your Bishop or knight for your opponent's Rook, you are said to have 'Won the Exchange' or you are considered 'Exchanger-UP!

Whereas your opponent who loses his Rook against your Bishop or knight is said to have 'Lost the Exchange' or is 'Exchange Down'.

Make sure not to lose material while making exchange of chessmen. Capture and recaptures should be made by keeping the Relative value of chessmen in mind.

The basic.

- Counting Attackers and Defenders

Generally, in order to gain an advantage (material advantage), there must be more attackers than defenders. Another rule of thumb related to counting attackers and defenders is that you should capture with the weakest piece first. In other words, first capture with the piece of the lowest material value since it may be lost in the trade, then you'll be left with your

more valuable piece in the end.

The basic rule for determining whether a material could be won by a series of exchange on a particular square is summarized below:

1. Count the number of chessmen attacking that square.
2. Cant the number of opponent's chessmen defending that square.
3. If the number of chessmen attacking the square in question are more than the number of chessmen defending that square by one unit, the material could be won on that particular square. This is again subject to the total of relative value of the attacking and defending chessmen.

• How a game is won

1. The game is won by the player who has checkmated his opponent's king.

2. The game is won by the player whose opponent declares he resigns.

3. The game is won by the player if his opponent's time runs down to zero or his opponent gets flagged.

• How a Game is drawn

As per the FIDE laws of chess a game is considered drawn:

1. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'Stalemate'.

2. The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'.

3. The game is drawn upon agreement b/w the two players during the game.

4. **3-Fold repetition**: The game may be drawn if an identical position is about to appear or has appeared on the chessboard at least three times.

5. **50-move rule**; The game may be drawn if each player has made at least the last 50 moves without the movement of any Pawn and without any capture.

• Scoring System in Chess

The normal scoring system in chess is as under:

1. A player who wins the game scores one (1) point.
2. Players drawing their game are awarded half-a-point (1/2)
3. A player who loses his game does not score any points (0).

Recording of the game

1. In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation on the score sheet prescribed for the competition.

2. It is forbidden to write the moves in advance, unless the player is claiming a draw.

3. A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another.

4. Both players must record the offer of a draw on the score-sheet (The offer of a draw shall be noted by each player on his score-sheet with a symbol '=').

5. The score-sheet shall be used only for recording the moves, the times of the clocks, the offers of a draw, and matters relating to a claim and another relevant data.

6. At the conclusion of the game both players shall sign both score-sheets, indicating the

result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

• Chess Clock

1. Chess clock means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.

'Clock' in the Laws of chess, means one of the two-time displays. Each time display has a 'flag'. 'Flag fall' means the expiration of the allotted time for a player.

2. A player must stop his clock with the same hand as that which he made his move. It is forbidden for a player to keep his finger on the button or to 'hover' over it.

3. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper

clock handling shall be penalized.

4. In tournaments, chess clock is placed always right hand side of the Black player. (player playing with Black pieces).

• General Opening Theory

The general principles – 'Golden Mantras' during the opening phase of the game are:

1. Advance your central pawns to the center of the board. Moves like 1. e4 or 1. d4 (1...e5 or 1... d5 for Black) are preferable. This Pawn advance occupies one center square and control another square. Besides that it opens the way for the Bishop and Queen.

2. Put your Minor pieces into action. Here again, develop your Knights before the Bishops. The natural squares for the Knights are c3 and f3 (c6 and f6 for Black) from where they control two central squares.

3. The Bishops should be posted to a square from where it can command two open diagonals.

4 Get castled as quickly as possible. Since castling is allowed only once in the course of a game,

the permanent loss of right to castle is a serious disadvantage. Therefore, it is usual to castle at the earliest and take the King to safety behind the barrier of Pawns.

5. Castling also helps you to connect your Rooks. Bring your Rooks to d1 and e1 (d8 and e8 for Black) from where they have a say in the center. The other option is to place Rooks on the 'Open Files'.

6. Do not develop Queen into play early. Being the most powerful piece, it is prone to attack by opponent's weaker pieces, which would develop freely without any loss of time while the Queen is chased from one square to another.

7. In the opening you should make only few pawn moves, just as many are necessary for the development of pieces. Avoid moving the f2 or f7 paun in the opening as it will leave the King-side exposed. Further avoid pushing pawns

on the edge of the files (a, b, g and h files) without any need.

8. Do not move the same piece twice unless you have moved every other pieces at least once. You have to remember that besides King, there are seven other pieces to play with.